**Project Timeline & Milestones with Critical Path Analysis**

*For the Mobile-Based Human Resource Information System (MoHRIS) Project*

**1. Overview**

* **Project Duration**: 6 months
* **Start Date**: September 2, 2025
* **End Date**: March 3, 2026
* **Methodology**: Hybrid Agile-Waterfall
* **Tool Used for Planning**: MS Project / Primavera / GanttPro

**2. Major Project Phases & Key Milestones**

| **Phase** | **Key Milestone** | **Target Date** |
| --- | --- | --- |
| 1. Initiation & Planning | Project Charter Approved | Sep 6, 2025 |
| 2. Requirements & Design | BRD & System Design Approved | Oct 4, 2025 |
| 3. Development & Customization | Beta Version Ready | Nov 15, 2025 |
| 4. Testing & QA | UAT Sign-Off | Dec 20, 2025 |
| 5. Training & Rollout | Go-Live | Jan 15, 2026 |
| 6. Post-Go-Live Support | Final Sign-Off & Closure | Mar 3, 2026 |

**3. Gantt Chart Snapshot (Text Format)**

Sep Oct Nov Dec Jan Feb Mar

|---------|---------|---------|---------|---------|---------|---------|

[Initiation ]------------

[Design & Req ]-----------------------

[Dev & Config ]-----------------------

[Testing & UAT ]--------------

[Training]----

[Go-Live]--

[Support]------------------

**4. Work Package Summary with Estimated Durations**

| **Activity** | **Duration (days)** | **Dependencies** |
| --- | --- | --- |
| A. Kickoff & Stakeholder Engagement | 3 | - |
| B. Business Requirements Gathering | 10 | A |
| C. System Design & UX Prototypes | 12 | B |
| D. Development Sprint 1 (Core HR) | 15 | C |
| E. Development Sprint 2 (Mobile App + Payroll) | 15 | D |
| F. Integration with Payroll/Finance Systems | 8 | E |
| G. User Acceptance Testing (UAT) | 10 | F |
| H. Training HR Staff & Admins | 5 | G |
| I. Final Go-Live & Support Transition | 2 | H |
| J. Stabilization & Performance Monitoring | 30 | I |

**5. Critical Path Analysis**

The **Critical Path** is the **longest path through the dependent tasks**, determining the minimum project duration.

**Critical Path:**

* A → B → C → D → E → F → G → H → I → J
* **Total Duration** ≈ **110 calendar days** (not including weekends/holidays)

**Any delay on these tasks will delay the project.**

**6. Float (Slack) Example**

| **Task** | **Float** |
| --- | --- |
| A–J (Critical Tasks) | 0 days |
| Procurement of Devices | 5 days |
| Branding & UI Testing | 3 days |
| Translation of App | 4 days |

**7. Milestone Tracking Dashboard**

| **Milestone** | **Status** | **Owner** | **Risk Level** |
| --- | --- | --- | --- |
| Charter Sign-Off | ✅ Done | Project Manager | Low |
| Design Approval | ✅ Done | UX Lead | Medium |
| Mobile App Dev Complete | 🔄 In Progress | Dev Lead | Medium |
| UAT Sign-Off | ⏳ Pending | QA Lead | High |
| Go-Live | ⏳ Scheduled | Deployment Lead | High |
| Project Closure | ⏳ Planned | PMO | Low |

**8. Monitoring & Control Tools**

* **Burndown Charts** (Sprint progress)
* **Milestone Tracker Sheets**
* **Slack Notifications & Escalation Matrix**
* **Progress Dashboards (Power BI / Tableau)**

**9. Risk Triggers on Timeline**

| **Risk** | **Mitigation** |
| --- | --- |
| Delayed UAT | Allocate buffer in Jan, freeze feature changes |
| Payroll Integration bugs | Parallel testing with mock data |
| App Store delays (iOS/Android) | Pre-submit approval build during UAT phase |